

# Zebra TS2068 Graphics Tablet SPACE ADVENTURES COLORING BOOK

The Zebra Space Adventures Coloring Book is a graphics program for your Zebra Graphics Pad which allows you to color black and white pictures on your TS2068 screen just like a regular coloring book. Your box of crayons consists on 16 colors. These are the 8 colors which are shown on the top row of your keyboard in the standard hues and then in the BRIGHT hues. You may use your stylus to direct the cursor to color any portion of the screen, or use the FILL mode to color enclosed areas. There are no restrictions to the number of colors that you may have on the screen at one time (except of course, good taste..) The combinations of colors are endless and you'll have hours of fun coloring these pictures. You have a selection of 10 pictures which you may page through and color, these pictures take you and your TS2068 on a tour of the Zebra Space Adventures. You'll blast off and visit the Sun, the Moon, Saturn, you'll meet a space alien, see a UFO, and even plant the US flag on the moon with an Astronaut. Follow the instructions below to load the Coloring Book, and stand-by for Blast-off..

**LOADING INSTRUCTIONS:** 1) Attach your Graphics Pad to your TS2068 using the instructions contained in your ZEBRA PAINTER Instruction Manual. 2) Place the Space Adventures Coloring Book tape in your tape player. 3) Type LOAD"" on your TS2068 and put your tape player in the play mode. 4) When the loader screen disappears you may type "ENTER" to run the Coloring Book or "B" to make a Backup copy. (Please refer to your ZEBRA PAINTER Instruction Manual for instructions on how to use the Backup feature.)

**HOW TO COLOR:** When you start using the Zebra Space Adventures Coloring Book you will see a screen similar to the ZEBRA PAINTER screen but with fewer commands. These commands are; COLOR, FILL, NXTPIC. You will also see the first page of the Coloring Book.

The two buttons on your Zebra Graphics Pad have the following functions:

**DRAW/ERASE** (Left Button) - When pressed you can color any area of the screen wherever you position the cursor using your stylus.

**COMMAND/SELECT** (Right Button) - When pressed this will allow you to activate the commands at the bottom of your screen. For best results, position your cursor at the bottom of the screen and just above the command word.

The Commands on the bottom of your screen have the following functions:

**COLOR** - With your cursor positioned over this command word, you can select which color to color or **FILL** with by pressing the **COMMAND/SELECT** button. You rotate through first the non-BRIGHT, and then the BRIGHT colors, this gives you a palette of 16 colors to color with.

**FILL** - This command allows you to **FILL** any selected enclosed area of the screen with the currently selected **COLOR**. It will fill the enclosed area of the screen until it encounters a boundary. Complicated shapes may require more than one **FILL** to totally color them. To **FILL**, you place your cursor over the word **FILL** and press the **COMMAND/SELECT** button, the letter "F" of the word **FILL** will flash indicating that this command is active. Position your cursor using the stylus where you wish to fill, then press the **COMMAND/SELECT** button to start the fill with the currently selected color. You can erase a colored area by **FILLing** with non-bright white.

**NXTPIC** - The Next Picture command advances you to the next picture. It will also erase any colors which were on the previous page. When you have reached the last picture, it will return you to the first one so you may go through them again. You activate this command by placing your cursor at the bottom of the screen over the **NXTPIC** command and pressing the **COMMAND/SELECT** button.